CLOUDSPIRE
RULES REFERENCE
v1.0

What follows is a comprehensive alphabetical list of game terms and concepts. Please refer to this section if you find yourself in need of detailed rulings during play. There's a lot to digest here if you read it from front to back, which is not recommended. Instead, refer to this section only as need demands.

Active

Units and spires in play are active unless otherwise stated. Active units and spires act as described in the rulebook and are able to take all actions or movements they would normally be allowed to take. Units that are not active are inactive.

See also: Inactive

Adjacent

Two hexes are adjacent to each other if they share a side. Units, spires, and landmarks in adjacent hexes are considered adjacent to each other.

Hex groups sharing an edge are considered adjacent even if they exist on different planes of the play area.

Attack

Faction units and spires can attack in order to deal damage to opponents. An attack is a specific type of damage that occurs as a stage of your turn during the Onslaught Phase.

Damage dealt in other ways, such as by retaliation or through talents, is not considered to be an attack. Talents that refer to attacks do not apply to damage dealt in other ways. For example, units with the talent Flying can only be attacked by units or spires with Air Defense or Flying. They can, however, receive retaliation damage if they attack a unit without those talents. They can also be damaged by other talents that deal damage and are not attacks, like Splash or Immolate.

If a talent is triggered "when attacking," its effect occurs simultaneously with the damage being dealt, and before retaliation. If a talent triggers "after attacking," it occurs after resolving the attack and retaliation if it is not defeated.

See also: Damage, Retaliation, Target

Attacking with Spires

Your opponents' spires fire, or attack, on your turn during the Onslaught Phase as opposed to their own. When spires fire, the player to your left checks if you, as the current player, have any units within range of any of their spires. If you do, their applicable spires will attack. For each attacking spire, they must choose a target if there are multiple possible units in range, roll spire attack dice equal to their spire's attack stat, and deal the rolled result in damage to the targeted unit. Then, the next opposing player in turn order does the same until all opposing players have had a chance to fire their spires. Units do not retaliate against spires. Spires cannot attack landmarks, spires, fortress gates, or units belonging to players that are not currently taking their turn.

Attacking with Units

Your units attack as a specific stage of your turn during the Onslaught Phase. Your minions must attack if they are able to, while you may choose whether or not your heroes attack. Units can attack adjacent opposing units, spires, and fortress gates. Adjacent landmarks with health chips under them can also be attacked even if they are not landmark minions. If any of your units have multiple possible targets, you can choose which target they attack. Your units perform their attacks in the order of your choosing. Each unit may only attack once per turn.

When one of your units attacks another unit, damage equal to your unit's attack stat is dealt to its target. The targeted unit removes health chips equal to the damage it receives, and then it retaliates if able. When a unit attacks a spire, an attack of 1 or more damage will remove a single attack or range upgrade from the bottom of the spire. If the spire has a fortification upgrade on the bottom, a unit must deal at least 2 damage in order to remove it. When attacking a fortress gate, the gate's health tracker is reduced by the amount of damage dealt.

Units with a 0 attack stat or no attack stat do not attack unless a talent says otherwise.

See also: Fortress – Fortress Gate – Attacking and Defending a Fortress Gate, Retaliation

Attack Upgrade

Orange chip with icon. Increases the attack stat of units and the number of attack dice rolled by spires. Units with no attack stat icon cannot gain attack upgrades.

See also: Hero – Hero Upgrades, Spire – Spire Upgrades

Attack Stat

The amount of damage a unit deals when attacking and retaliating. The icon indicates a unit's base attack stat, and each attack upgrade on the unit increases its attack stat by 1. Units with a 0 attack stat or no attack stat cannot attack.

See also: Hero – Hero Attacks, Minion – Minion Attacks, Target

Barracks

Refers to the chip organizer where faction units and spires are kept when not in play, as well as the area beside the chip organizer.

Units in your chip organizer are available to be selected for deployment in the Prep Phase by paying their CP cost. Spires in your chip organizer can be constructed during the Build Phase, or using a limited build option in the Onslaught Phase, by paying their Source cost.

Units and spires beside the chip organizer will include mercs purchased from the market or heroes which have previously been selected and then returned to the fortress. Units here may be selected at no CP cost, and spires here can be constructed at no Source cost. These chips are considered to be in your barracks for the purposes of all game effects.

See also: Command Points (CP), Select

Basic Side

Any side of a spire or unit that does not have . Mercs only have a basic side, while most faction spires and units have a basic side and a promoted side.

Spires

Most faction spires have a basic side and a promoted side. Factions can only construct their basic spires until they purchase a specific fortress advancement as laid out on their reference sheet. After purchasing the advancement, they can construct their promoted spires. Once a spire is constructed, it stays on the side it was constructed on. Basic spires cannot be promoted after construction.

Units

Most units have a basic side and a promoted side. Units are selected for deployment on their basic side. Minions may only be flipped to their promoted side if a talent, fortress advancement, or other effect specifies that this occurs. Heroes can level up to their promoted side.

If a talent or other game effect causes a promoted minion to flip to its basic side, it keeps its current upgrades and health, even if its health on its promoted side is greater than the health stat on its basic side. If a promoted hero is flipped to its basic side, it loses all of its upgrades but keeps its current health even if its health exceeds its basic side's health stat.

See also: Level Up, Promoted

Blocked

When a unit occupies a hex that a minion would need to move onto to make progress with its full movement, the moving minion is blocked.

Heroes cannot block friendly minions. Heroes must be displaced if they block friendly minions from making progress using their full movement.

Opposing units and friendly minions can block your minions. When an opposing unit or friendly minion blocks one of your minions from using its full movement to make progress, the minion will make progress using as much movement as possible. The minion may need to defeat an opposing unit blocking its path before it is able to continue to make progress towards its mark.

See also: Displace, Movement

Build Option

The different choices you are able to make during your turn in the Build Phase. Build options are as follows:

- Construct a Spire: Either pay the Source cost of an available spire in your barracks or select a previously purchased merc spire from beside your barracks. Place that spire on a Source well within your influence with its starting upgrades stacked in the order of your choosing.

- Upgrade a Spire: Pay the appropriate Source cost per upgrade to add any number of upgrades to a spire under your control, up to the spire's upgrade capacity. Each range and attack upgrade costs Source equal to the number of upgrades the spire will have after adding it. Each fortification upgrade costs 2 Source.

- Earthscape: Put an earthscape from beside your barracks into play following earthscaping rules. As part of this build option, you may immediately construct a spire on one of the earthscape's Source wells as long as you have influence over its hex. If constructing a spire from your barracks, you must still pay its Source cost.

- Advance Your Fortress: Using your faction reference sheet as a guide, you may advance a fortress structure by paying the Source cost to purchase an advancement in that

structure. Use the fortress advancement pegs to indicate which advancements you have purchased. Advancements within each fortress structure are progressive and must be purchased in order.

- Other Build Options: Some relics, events, or fortress advancements may grant you additional build options as well.

See also: Earthscape, Fortress – Fortress Advancement, Influence, Limited Build Option, Spire – Spire Construction, Spire – Spire Upgrades

Campfire Mode

At the start of a turn in which only one faction has units in play, that faction's heroes go into campfire mode for the remainder of the wave. When a hero is in campfire mode, it is inactive. That faction's minions continue to act as normal until they are defeated.

In a 2v2 or co-op game, campfire mode triggers at the start of a turn if all faction units left in play are friendly to each other.

Campfire mode is not the same as the end of the wave, which is triggered when there are no faction minions in play.

See also: Inactive

Clear

When a hex is cleared, any chips on it are removed from it. Faction minions and spires are returned to their barracks. Faction and merc heroes are removed from the game as if defeated. Merc minions, merc spires, and equipment are placed in the market discard, and landmarks are placed in the landmark discard.

Close

For a faction unit, closeness is measured by counting the number of hexes matching the unit's terrain allowance between the unit and its mark using the shortest route possible. Count through faction units but not through spires or landmarks.

Closeness for any other purpose is measured by counting the number of hexes between the two things in question using the shortest route possible and ignoring terrain type.

See also: Leading Minion, Movement

Command Points (CP)

Granted and used during the Prep Phase to select units from your barracks for deployment. Each faction is designated an equal amount of CP, determined by the current wave. CP can only be used during the Prep Phase and does not carry over if unused.

CP Cost

The amount of CP you must pay in order to select a unit from your barracks for deployment. Units beside your barracks do not cost CP to select, nor does your starting hero.

See also: Select

Control

All units you deploy and all spires you construct are under your control. Some game effects may also give you control of additional units, spires, or other chips. When you gain control over a chip that is not your faction's color, place an unused chip of your faction's color on the bottom of the stack as a visual reminder of which faction controls it. If a landmark minion comes under your control, it is considered a faction minion rather than a landmark minion for game effects. The defeat of a controlled unit or spire is resolved as normal, with any faction-specific minions or spires being returned to their original faction.

See also: Defeat

Damage

Damage can be applied to units, spires, fortress gates, and landmarks with health.

Units, landmarks, and fortress gates lose health equal to the amount of damage dealt to them. Spires lose their bottom upgrade if dealt at least 1 damage. Spires with a fortification upgrade as their bottom upgrade lose that upgrade if dealt at least 2 damage.

Damage dealt is determined after factoring in any talents or advancements that would modify the damage. For example, if a unit with an attack stat of 3 attacks a unit with Armored, which reduces damage dealt from attacks by 1, the amount of damage dealt is 2.

Defeat

When a unit or fortress gate loses its last health, or a spire loses its last upgrade, it is considered defeated. Defeated units do not retaliate, but defeated fortress gates do. Defeats are resolved in the following order:

1. Any talent that is triggered when defeated or when making a defeat triggers. If multiple talents are triggered, the current player chooses the order in which to resolve them.

2. The defeated unit or spire is cleared. If a fortress gate is defeated, it remains in place.

3. If an opposing unit or spire is defeated, the reward shown on the defeated unit or spire is gained by the defeating faction. If a fortress gate was defeated, the defeating faction pillages, unless that defeat triggers the end of the game. Rewards are not gained for defeating your own units, spires, or fortress gate.

4. If a hero is responsible for the defeat of an opposing unit, spire, or fortress gate, it may level up.

When a grouped unit is defeated, only the top unit of the group is cleared. The unit grouped under it then becomes active, gaining health chips equal to its health stat. The newly revealed unit does not retaliate on behalf of the defeated unit. It continues its turn from where the previous unit of the group left off. If the defeated unit moved, attacked, or retaliated this turn, the newly revealed unit grouped under it does not.

If the last minion in play is defeated, the current wave ends immediately after resolving the defeat. Heroes in play at this time will remain in place and start the next turn from their current position.

Removing the last health from a landmark that is not a unit, like the lost caverns, is not considered a defeat.

See also: Reward, Pillage, End of the Game

Deployment

A unit deploys when it moves off of your fortress gate hex. Prior to deployment, units are placed in a deployment stack on your fortress gate, which determines the order in which your units will deploy.

Units become active as they deploy. This means that any talents that would trigger before the unit's movement is not triggered that turn.

Units must deploy at their earliest opportunity. If a minion is on top of your deployment stack and you can make any amount of progress with it by deploying, it must deploy. Though heroes do not have to make progress towards their faction's mark with their movement, you are not obligated to deploy a hero onto a hex that does not connect to your mark using its terrain allowance. That hero is permitted but not obligated to deploy onto a hex that does not lead to your mark.

See also: Active, Inactive, Movement

Deployment Stack

Your deployment stack is created during the Prep Phase and consists of all of the units selected for deployment for the wave. Once your deployment stack is created, it is placed on your fortress gate. The units in your deployment stack are inactive outside of the movement stage of your turn, when they will move out of your fortress gate if able, or optionally if your fortress gate is attacked.

Talents may add or return units to your deployment stack. If other units are in the stack already, place the new units on the bottom of the stack. If there is no deployment stack, the new unit becomes a deployment stack and must deploy at its next opportunity to do so.

See also: Hero – Hero Selection and Deployment, Minion – Minion Selection and Deployment, Select

Displace

When a unit is displaced by another unit moving onto its hex, the displaced unit is placed onto the hex the moving unit moved off of, ignoring terrain restrictions. The units therefore swap hexes. There may be instances where the displaced unit cannot move onto the moving unit's hex, like when that hex is an opposing fortress gate or is occupied by another chip. If this occurs, the displaced unit will instead move onto an adjacent hex of the current player's choosing, adhering to its terrain restrictions if possible. Units may be displaced multiple times in a turn. A hero can be displaced into its own fortress gate, even if the fortress gate hex is occupied. When this happens, it is considered to have returned to the fortress.

Displacement occurs as part of some talents. Your minions may also displace friendly heroes during their movement and must do so if that is the only way they can make progress using as much movement as possible, as your heroes cannot block your minions.

In the unlikely event that two minions block each other's progress and are unable to damage each other or be damaged by other units or spires (or continuously recover health so that no net health loss occurs), the two units will swap hexes with each other. All players must agree that this is the only way to resolve the situation.

See also: Blocked, Movement, Returning to the Fortress

Earthscape

The small hex groups that are available for purchase during the Market Phase at a cost of 2 Source. Once purchased, earthscapes can be placed as a build option during the Build Phase.

Earthscapes can be placed either adjacent to existing hex groups to extend the play area, or on top of existing hex groups to alter the existing play area.

If extending the play area, at least one edge of the earthscape must line up with an edge of an existing hex group that contains one of your spires, as you must have influence over the earthscape once it is placed.

If altering the existing play area, the earthscape must be placed on an even plane of the play area and cannot be placed on occupied hexes. You may place it on top of Source wells. You may also place it on top of path terrain, as long as there is still path terrain connecting all possible marks. You must have influence over at least one of the hexes the earthscape is placed on.

After placing an earthscape, you may immediately construct a spire on one of its Source wells. As normal, you must pay the spire's Source cost, and you must have influence over the hex it is on. When determining if you have influence over an earthscape's hex, you must refer to the bottommost hex underneath it. If you have influence over the bottommost hex, you have influence over the earthscape hex on top.

Hex groups sharing an edge are considered adjacent even if they exist on different planes of the play area.

See also: Influence, Market, Spire - Spire Construction

End of the Game

The game will end immediately upon the defeat of a faction's fortress gate if only one faction's fortress gate remains. A fortress gate is considered defeated if it loses its last health. The player whose fortress gate remains is declared the winner. In a 2-player game, this means the game will always end immediately when one player defeats the other's fortress gate.

In a 3- or 4-player game, gameplay continues after a fortress gate has been reduced to 0 health if more than one fortress gate is still undefeated.

If the end of the game does not occur beforehand, the game is over at the end of Wave 4, and players will compare their fortress power to determine the winner. Your fortress power is calculated by adding your fortress gate health to the number of fortress advancements you have at the end of the game. The faction with the most powerful fortress is the winner. In the event of a tie for fortress power, the faction with the most gate health wins the game. If there is still a tie, the faction with the most remaining Source wins. If there is *still* a tie, the faction with the most spires in play is the victor. And if somehow there is yet still a tie, the tied factions will share the victory.

See also: Defeat, Fortress - Fortress Gate

Equipment

Equipment chips are the black chips with blue borders that can be purchased from the market. They give additional talents to the heroes they are equipped to. You may only attach equipment to a hero when the hero is placed in the deployment stack. The equipment chip is placed directly underneath the hero's chip. Any player may look at the equipment's talents at any time. Each hero can have, at most, one piece of equipment. Once equipment is attached to a hero, it cannot be removed. When a hero with equipment is defeated, its equipment is placed in the market discard.

See also: Market

Event

A card drawn at the start of the Event Phase from Wave 2 onwards. Events may alter the rules, create a side quest, or impede players in some way during the current wave. Events will trigger in a specific phase of the wave. If an event triggers in the Event Phase, resolve it immediately. Otherwise, set it aside after reading and follow its instructions at the start of the appropriate phase.

The effects of an event supersede any other game effects. For example, if an event sets a movement stat for all units, that stat cannot be adjusted by other game effects. Unless stated, events must still adhere to normal game rules like influence, upgrade capacities, spire limits, etc.

Event cards are discarded at the end of the wave unless the event has an ongoing effect, in which case the card should be left visible to all players until its effect ends. You must still draw a new Event in the next wave even if a previous Event Card has ongoing effects.

Exploration

A specific stage of your turn during the Onslaught Phase. After spires fire, you may explore any landmark that is adjacent to one or more of your units by looking at its facedown side without showing it to your opponents. You may choose whether or not to reveal it. If you explore multiple landmarks on your turn, you must choose whether to reveal one landmark before exploring the next. Each landmark may only be explored once per turn.

See also: Adjacent, Landmark, Revealed, Unrevealed

Faction

One of the selectable races in the game of Cloudspire. Each faction has its own unique fortress, reference sheet, dice, and array of units and spires.

Faction Unit

Any minion or hero belonging to a faction. This includes purchased merc units and landmark minions under a faction's control.

Note that mercs and other units under your control are considered your faction units, but they are not considered units of your specific faction. If a talent refers to your faction by name, it only applies to units of your faction's color. For example, only the blue narora units may use the Naroran Rift talent on their portal spire. Any other unit under their control cannot do so.

See also: Hero, Minion, Merc

First Player

The player to act first in each phase. Their turn marks the start of each round of the Onslaught Phase. At the end of each wave, the first player designation passes clockwise. Place the Event Deck in front of the first player as a reminder.

Fortification Upgrade

Yellow chips with the icon. On a unit, it is removed in place of a health chip the next time it is dealt damage. On the bottom of a spire, it is removed if the spire is dealt 2 or more damage.

See also: Hero – Hero Upgrades, Spire – Spire Upgrades

Fortress

Your fortress is your faction's home base. It is the neoprene piece that is unique to your faction and is attached to the play area during set-up. Your fortress holds your faction's Source tracker and gate health tracker. In your fortress, you will find fortress advancement structures, the details for which can be found on your faction's reference sheet. Pegs are placed in the holes on your fortress beside the advancements you purchase. Some advancements are associated with dice, which also have slots within the fortress. Most fortresses have 2 Source wells on which the faction can construct spires. Each fortress also has a fortress gate. Some fortresses have additional areas as outlined on their reference sheets.

Fortress Advancement

Allows you to improve your faction in significant ways and also counts towards your fortress power at the end of the game.

Each faction's fortress advancements are unique, allowing for differing strategies to emerge between factions and even within the same faction in subsequent plays. Each advancement falls within a fortress structure, which are linear and numbered chronologically. Each structure's level 1 advancement must be built before you are able to build the level 2 advancement of that structure, and so forth. Place a peg in the hole on the neoprene fortress that corresponds to each advancement you purchase.

Your faction's reference sheet provides details on the abilities granted by each fortress advancement.

If you purchase an advancement that grants you the use of a die, add the corresponding die to the appropriate die slot. Your faction reference sheet will provide details on using each fortress advancement die. If an effect causes you to lose a fortress advancement, remove the peg to show this.

Fortress Gate

The fortress gate is the foremost hex in your fortress and is what protects your fortress from opposing units.

During the Prep Phase, your units selected for deployment are placed here in a deployment stack. During the Onslaught Phase, your units must deploy from this hex by moving off of it. Units are inactive while on the fortress gate.

Opposing units cannot move onto your fortress gate, and your minions cannot move back onto your fortress gate after leaving it. Heroes can move back onto the fortress gate to return to the fortress.

Only the fortress gate and the fortress Source wells are considered hexes. Any other part of the fortress cannot be counted through for things like spire range.

See also: Deployment, Returning to the Fortress

Attacking and Defending a Fortress Gate

Opposing units may target your fortress gate with their attacks. The fortress gate will always retaliate when attacked. This retaliation deals 1 damage, has unlimited range, and will occur even if the gate is defeated.

If you have a deployment stack on your fortress gate when it is attacked, you may choose to direct the attack damage to the topmost unit in the deployment stack instead of to your gate. Units on the fortress gate are inactive and therefore cannot use their talents, but they will deal retaliation damage equal to their attack stat to the first adjacent opposing unit that attacks them this way each turn.

Damage cannot be dealt to the fortress gate or the units on it through any other means aside from attacks or talents that specifically say that they deal damage to the gate. Damage dealt to the gate from a talent cannot be directed to the units on your fortress gate.

The damage dealt to a fortress gate is marked by the gate health tracker, which starts the game at 10 health. When an opposing unit deals damage to your fortress gate, reduce your gate health tracker by the amount of damage dealt. If a fortress gate is reduced to 0 health, it is defeated.

At the end of the attack stage of your turn during the Onslaught Phase, if one of your units is adjacent to an opposing fortress gate and did not attack anything on your turn (either because it is a hero and chooses not to attack or because it is a unit that does not attack), the fortress gate will retaliate on your unit as if the unit attacked it.

Fortress Power

The combination of your fortress gate health and number of fortress advancements you currently have. In a normal PvP game, your fortress power will determine the winner at the end of four waves of play, unless the game is ended before this through the defeat of all but one fortress gate in a single wave of play.

Fortress Source Well

Most fortresses contain 2 Source wells which flank the fortress gate. Factions always have influence over their fortress Source wells, and no other faction may have influence over them. Only spires controlled by the fortress's faction can be constructed on these Source wells. Ignore any game effect that would have anything else occupy them, such as landmarks.

Fortress Spire

A spire that is constructed on a fortress Source well. These spires function just as any other spire. They are considered adjacent to the hexes on the attached isle that they share an edge with, as well as to the fortress gate hex.

See also: Spire

Fortress Structure

A group of related fortress advancements. Each structure's advancements must be purchased in the order shown on your faction reference sheet.

Friendly

Refers to a unit or spire that belongs to you or an allied faction. Units and spires that are not friendly are opposing.

See also: Opposing

Group

Minions can be grouped, which allows them to act as one unit using the stats and talents of the topmost minion. A group is formed during the Prep Phase by stacking as many minions as you would like together, in order from lowest to highest movement stat from top to bottom. The health of the top unit is then placed under the entire group.

You cannot voluntarily ungroup minions that are grouped. When the top unit of a group is defeated, the next minion in the group becomes active and is given health chips equal to its health stat. Extra damage dealt to the top grouped unit does not carry over to the next unit, and the next unit does not retaliate on behalf of the defeated unit. When a new unit in a group is revealed, it continues from the same point in the turn as the previous unit. For example, if the top unit already attacked before being defeated, the newly revealed unit in the group may not attack the same turn. Likewise, if the top unit already moved or retaliated the same turn, the newly revealed unit will not perform these actions. Each grouped unit's talents are its own, even if the units have the same talent. If the top unit uses a "once per turn" talent and then is defeated, the next unit in the group can still use the same talent that turn.

Any unit that is grouped under another unit is inactive.

You may discreetly look at the units in a group you control at any time, but other players are not permitted to look at or ask what other units are part of the group.

See also: Inactive, Select

Grouped Only

A key phrase found on some talents. This talent can only be used if the unit has at least one unit grouped underneath it. If the unit is not grouped, it is treated as if it does not have this talent.

Leaves Group if Grouped

A key phrase found on some talents. If this unit is the top minion of a group, it must leave its group when it uses this talent. It will move to an adjacent valid hex, and the next minion in the group will immediately become active and gain health equal to its health stat. If the top unit does not have a valid hex to move onto in order to leave its group, it cannot use this talent.

Health

The amount of damage a unit or fortress gate can be dealt before it is defeated. For units, this is indicated by the number of red health chips underneath its chip. For each damage dealt to the unit, a health chip is removed from it. When the unit has no health chips remaining, it is defeated. Health chips removed from units are always returned to the supply, which is considered unlimited. In the unlikely situation where you run out of health chips, use a substitute component to represent health until more health chips become available. Fortress gates track their health using the gate health tracker.

See also: Damage, Recover

Health Stat

The number of health chips placed under this unit when deployed or revealed, and the maximum number of health chips this unit may have.

Hero

A unit with a gold border. Heroes have free choice in movement and attack, restricted only by their stats and terrain allowance.

Hero Selection and Deployment

In Wave 1, you may only select 1 hero for deployment, and this must be your starting hero. In subsequent waves, you can only have up to 2 heroes in play in total.

Heroes may not be grouped. Each hero must be placed in the deployment stack either before or after your minions, but not between them. You may split your heroes such that one hero is stacked before your minions and one is stacked after.

Heroes must be deployed at the earliest opportunity to do so, though you are not obligated to deploy a hero onto a hex that does not connect to your mark using its terrain allowance. You are permitted but not obligated to deploy a hero onto a hex that does not lead to your mark.

See also: Select, Deployment

Hero Movement

You have free choice in the movement of your heroes. Heroes can use some, all, or none of their movement stat, and they may move anywhere you would like as long as they follow their terrain allowance. They can move either before or after your minions, but you may not interrupt the movement of your minions to perform a hero's movement. You may, however, split your heroes' movement so that one hero moves before all of your minions and the other moves afterwards.

Your heroes may move back onto your fortress gate hex in order to return to the fortress.

See also: Movement, Returning to the Fortress

Hero Attacks

Your heroes attack as a specific stage of your turn during the Onslaught Phase. You may choose whether or not your heroes attack. Heroes can attack adjacent opposing units, spires, and fortress gates. Adjacent landmarks with health chips under them can also be attacked even if they are not landmark minions. If a hero has multiple possible targets, you choose which target it attacks. Your units perform their attacks one after another in the order of your choosing, and unlike movement, you can choose to have a hero attack in between minions attacking. Each hero may only attack once per turn.

See also: Attack

Hero Defeats

When one of your heroes defeats a unit, spire, or fortress gate, it may level up.

When one of your heroes is defeated, including merc heroes, it is removed from the game.

See also: Level Up

Hero Upgrades

Upgrade chips on units function differently than on spires. With the exception of fortification upgrades, they are not removed when the unit is damaged. When upgrades are added to a unit, they are added beneath the unit's chip, but on top of the unit's health. Their order does not matter.

Attack Upgrades

This upgrade increases the attack stat of the unit by 1. An attack upgrade cannot be added to a unit that does not have an attack stat, but it can be added to a unit with a 0 attack stat.

Fortification Upgrades

A fortification upgrade on a unit is removed in place of the next health chip that would be removed from it. It only takes 1 damage to remove a fortification upgrade from a unit, and additional damage dealt is applied to the unit's health. Players may choose to place this upgrade under the unit's health chips for ease of removal when damage is taken, but do not forget to count it when determining how many upgrades the unit has.

Range Upgrades

This upgrade can only be added to a unit with the # Range talent. Each range upgrade on the unit increases its Range by 1, allowing it to attack and retaliate from further away.

Hex

One hexagonal space on an isle or earthscape. The fortress gate is also considered a hex.

Valid Hex

A hex that the unit in question could move onto. The hex must fall within the unit's terrain allowance and be unoccupied in order to be valid. For a minion, a hex must also connect to its mark through hexes of the unit's terrain allowance in order to be valid.

Invalid Hex

A hex that the unit in question could not move onto. This may be because the hex has terrain that the unit cannot move onto, or for minions, because the hex is not connected to your mark using terrain of the minion's terrain allowance.

If, due to a talent or other effect, you have a minion on an invalid hex, its next movement must use the fewest possible number of unoccupied hexes of any terrain to get to a valid hex, using the remainder of its movement to make progress if possible. If a hero finds itself on an invalid hex, it can only move off of it by moving onto a valid hex.

Hex Group

Both isles and earthscapes are considered hex groups.

See also: Influence, Isle, Earthscape

In Play

Any chip or hex group currently in the play area.

See also: Play Area

Inactive

Inactive units cannot move, attack, be attacked or damaged, or use their talents. Inactive units may be displaced only if progress cannot otherwise be made by a minion. Examples of inactive units include heroes in campfire mode, minions grouped underneath other minions, and units in deployment stacks. Units in play that are not inactive are active.

Note that there are some situations that make exceptions for what inactive units may do. When an exception is made for one aspect of being inactive, all other aspects are still maintained. For example, units in deployment stacks may move in order to deploy, and also may take attack damage in order to defend your fortress gate, but they still cannot use their talents until after they deploy.

See also: Active, Campfire Mode, Deployment, Fortress – Fortress Gate, Fortress – Fortress Gate – Attacking and Defending a Fortress Gate, Group

Influence

You are considered to have influence over a hex group if at least one of the following is true:

- It is adjacent to your fortress gate
- It already contains a spire controlled by you
- A hex group adjacent to it contains a spire controlled by you

If you have influence over a hex group, you have influence over all hexes and Source wells on it. You also have influence over your fortress Source wells.

When determining influence for hexes that are layered on top of other hex groups, refer to the bottommost hex. If you have influence over the underlying hex, you have influence over any hexes layered on top.

You can only construct spires on Source wells that you have influence over, and you must have influence over at least one hex of an earthscape in order to place it.

While your fortress gate provides influence to the adjacent isle, the rest of your fortress does not. An isle touching the side of your fortress is not granted influence from your fortress.

See also: Earthscape, Spire – Spire Construction

Isle

The large hex groups that are placed at the start of the game to make up the play area. Each isle contains one or two Source wells and a number of different types of terrain.

Center Isle

The isle that is placed in the middle of the play area during set-up. It is also known as Isle #1. The center isle contains only 1 Source well, also known as the center Source well.

Item

Items are chips that exist as part of expansions and also as part of solo and co-op scenarios. An item can be picked up by adjacent heroes before or after their movement and placed under the hero's chip similar to equipment. Heroes may only carry one item at a time. Units may move onto hexes containing items. Heroes cannot pick up items from hexes also occupied by another unit. When a hero carrying an item is defeated, the item is dropped and placed on the hex where the hero was defeated. Items cannot otherwise be dropped. If the hero returns to its fortress, the item it is carrying is removed from the hero. A hero may hold an item and be equipped with equipment at the same time.

Landmark

There are 3 basic types of landmarks: swamps, ruins, and temples. Other unique landmark types such as the ancient traxxyr and those found in the Portal Seekers expansion should not be shuffled in with the rest of your landmarks and have separate rules on how to use them.

Landmarks are placed facedown during set-up, covering each isle's Source wells, with a swamp landmark being placed on the Source well closest to each fortress gate and the other Source wells receiving random landmarks. Unrevealed landmarks are not considered units and can only be interacted with through exploration. When one of your units explores a landmark, you may choose to either reveal it, which will flip it faceup, or keep it unrevealed. Make sure you read the landmark's talents when exploring, as some will have talents triggered by exploration. If revealed, the landmark will immediately gain health equal to its health stat, if it has one. If you choose not to reveal the landmark, it remains facedown and may be explored and revealed in later turns.

Revealed landmarks with a bronze border are landmark minions. Landmarks without borders are not units, and their talents will outline how to interact with them. When a landmark is defeated or discarded, it is placed in the landmark discard pile. In the unlikely event that a landmark is needed and the landmark stack is empty or does not contain the required landmark type, shuffle the discard into a new facedown stack.

Landmarks with health are discarded when they lose their last health unless a talent says otherwise.

See also: Exploration, Revealed, Source Well, Unrevealed

Ancient Traxxyr

The ancient traxxyr is a special landmark unit, denoted by its unique back and black border. It is only brought into play when specifically instructed. It is not considered a landmark minion for game effects, though it can still be attacked and damaged as a unit can be and will retaliate when attacked.

Landmark Minion

Revealed landmarks with a bronze border are landmark minions. They are considered opposing units to every faction. Though landmark minions have a movement stat, they do not move. This stat is only used if the landmark minion falls under the control of a faction. Landmark minions also do not attack, but they will retaliate.

Landmark minions are still considered landmarks for game effects. While a landmark minion is controlled by a faction, it is considered a faction minion instead of a landmark minion.

Leading Minion

Your minion that is the closest to its mark that has not yet moved. After your first leading minion moves, the next closest minion to its mark becomes the leading minion, and so on until all of your minions have moved. If two minions are equally close to their mark, you may choose which minion leads first.

See also: Close, Minion

Level Up

You may choose to level up your heroes when they defeat a unit, spire, or fortress gate. In order to level up a hero, first check its upgrade capacity. If it is not at its capacity, add an upgrade chip to the hero.

When leveling up a hero on its basic side at or above its maximum upgrade capacity, the hero is promoted. If a hero is on its promoted side and at its maximum upgrade capacity, leveling up has no effect. Leveling up your hero is optional.

Minions do not level up, but each faction's minions have a unique way in which they may be promoted. See your faction's reference sheet for details.

See also: Basic – Basic Side, Hero – Hero Upgrades, Promoted – Promoted Side, Upgrades – Upgrade Capacity

Limited Build Option

Build options that are available to be used at the start of your turn during the Onslaught Phase. You can use a limited build option to either construct or upgrade a spire. A maximum of 2 limited build options may be performed by each faction during a single Onslaught Phase. Place a peg in one of the holes at the bottom of your fortress to track how many limited build options you have used this wave. Both limited build options may be used on the same turn.

See also: Build Option

Mark

A faction's mark is the hex or chip that its minions must make progress towards each time they move. Each faction declares its mark at the start of the Prep Phase. In a standard game, an opposing faction's fortress gate will always be your mark. Solo and co-op scenarios may have other mark options. All possible marks must always be connected by path terrain. Talents that allow a chip to act as path for the purposes of unit movement are not considered path when determining if marks are connected.

Each faction has a mark chip which is placed near their mark when it is declared as a reminder of what their mark is.

Market

The market consists of earthscapes, equipment, and merc heroes, minions, and spires. These can be purchased by players to add to their options available to them in the game.

During set-up, the market stack is created by shuffling all market chips facedown. An earthscape stack is also created from all of the earthscapes facedown. The market offerings are then generated by flipping up market chips equal to player count +1 beside the market stack and flipping the top earthscape faceup on top of the stack.

At the start of each Market Phase except for Wave 1, refresh the market by discarding all current market offerings and refilling them. During the Market Phase, each player may take one turn, in turn order, to purchase from the market. Market chips show their Source cost, while earthscapes cost 2 Source. After making a market purchase, or any other time that a market offering is removed from the market, it is replaced with a new chip or earthscape immediately. There should always be one faceup earthscape and market chip options equal to player count +1. Only one earthscape may be purchased each Market Phase between all players.

See also: Earthscape, Equipment, Merc

Merc

Short for "mercenary." These are units and spires that are acquired through a purchase from the market. Mercs can be heroes (gold border), minions (bronze border), or spires (silver border). When a merc unit is deployed or a merc spire is constructed, the faction that controls it should put an unused chip of their color under the stack as a reminder of which faction controls it.

See also: Market

Merc Unit

Merc heroes and minions purchased in the market are kept beside your barracks until selected for deployment during any Prep Phase. Merc units purchased from the market do not cost any CP to deploy. Merc heroes count towards your 2 hero limit per wave. When merc heroes are defeated, they are removed from the game. Defeated merc minions are placed in the market discard.

Merc units are considered faction units for game effects. However, they are not considered units of your faction for effects that name your faction specifically. For example, a talent that affects "non-naroran units" would still affect merc units controlled by the naroran faction, while a talent that affects "naroran units" would not affect mercs controlled by the narora.

Merc Spire

Merc spires can be constructed as faction spires. They do not cost any Source to construct, as the Source cost

was already paid upon their purchase. Merc spires count towards your spire limit. Merc spires are kept beside your barracks until constructed. When merc spires are defeated, they are placed in the market discard.

Minion

A unit with a bronze border. Minions do not have free choice in movement and attack. While landmark minions are also minions, the information in this section applies to faction minions.

Minions are used on their basic side by default. Each faction promotes its minions in a different way as detailed on your faction reference sheet.

Minion Selection and Deployment

You may select any number of minions for deployment each wave, limited only by your available CP and units available in your barracks. Minions may be stacked either ungrouped or grouped. You may stack both ungrouped and grouped units in the same wave. When stacking minions ungrouped, simply place health underneath each unit equal to its health stat. You may stack ungrouped minions in any order you wish.

When stacking grouped minions for deployment, they must be stacked top down in order from lowest to highest movement stat. You decide the order on ties. Place health equal to the health stat of the topmost minion underneath the entire group. A group of minions may be stacked in any order relative to other grouped or ungrouped minions.

Minions must be deployed at the earliest opportunity to do so. If a minion is on top of your deployment stack and you can make any amount of progress with it by deploying, it must deploy.

See also: Select, Deployment, Group

Minion Movement

Your minions use their movement each turn to get closer to your mark. A minion must use its full movement stat while making progress towards its mark, if possible. If a minion cannot use its full movement stat while making progress, it will make progress using as much of its movement as possible. If a minion cannot make progress, it may optionally make a lateral move, ending its movement as close to its mark as it started. A minion may never move in such a way that it ends its movement further from its mark than it started. Minions may also not move back onto a hex they have already moved out of on the same turn. Minions may displace friendly heroes when moving, swapping hexes with them when they do so.

For a more detailed breakdown on resolving minion movement, follow the steps below:

1. Count the hexes in valid terrain between the minion's starting hex and its mark, using the shortest route possible. Count through faction units, but not landmarks or spires.

2. Now find all the hexes the minion could end its movement on using its full movement. Count from those hexes to its mark. If any are closer to its mark than its starting hex, it moves to one of those hexes. Note that the minion does not have to move to the hex that is closest to its mark, as long as it uses its full movement and gets closer.

3. If the minion can't get closer using its full movement, subtract 1 from its movement and find the hexes it can now end its movement on. See if any of them are closer than its starting hex. If so, those are now its ending hex options.

4. If the minion still is unable to get closer, subtract 1 from its movement again. Repeat until you've found a hex that the minion can move to that uses as much movement as possible and is closer to its mark.

5. If there are no hexes at all that the minion can move to that will get it closer to its mark, find any hexes that use any amount of your minion's movement and are the same distance from its mark as its starting hex. It can optionally move to any of these hexes as a lateral movement.

Minion movement must always begin with your leading minion. Most minions do not have a terrain allowance icon and therefore can only move on or through path terrain.

If, due to a talent or other effect, you have a minion on an invalid hex, its next movement must use the fewest possible number of unoccupied hexes of any terrain type to get to a valid hex, using the remainder of its movement to make progress if possible.

See also: Displace, Leading Minion, Mark, Progress

Minion Attacks

Your minions attack as a specific stage of your turn during the Onslaught Phase. Your minions must attack if they are able to. Minions can attack adjacent opposing units, spires, and fortress gates. Adjacent landmarks with health chips under them can also be attacked even if they are not landmark minions. If a minion has multiple possible targets, you choose which target it attacks. Your units

perform their attacks one after another in the order of your choosing, and unlike movement, you can choose to have a hero attack in between minions attacking. Each minion may only attack once per turn.

See also: Attack

Minion Defeats

Minions do not level up when they defeat units, spires, or fortress gates.

When one of your minions is defeated, it is returned to your barracks. If it is a merc minion, it is instead discarded.

See also: Defeat

Minion Upgrades

Minions can only gain upgrades through fortress advancements and other game effects. Upgrades on a minion work the same as upgrades on heroes.

See also: Hero – Hero Upgrades

Minion Type

The name of a minion is its type. For example, battleborn and elfinkaze are minion types.

Movement

Unit movement occurs as a specific stage of your turn during the Onslaught Phase. Units cannot move on or through occupied hexes. Some talents will trigger when a unit moves. A unit physically moving will trigger these talents, even if the unit does not use its own movement to do so, such as when teleporting or being displaced.

See also: Blocked, Deployment, Displace, Hero – Hero Movement, Minion – Minion Movement, Progress, Teleport

After or Instead of Moving

Text on some talents that tells you when the talent may be used. Talents with this text can only be used once per turn per unit, even if the unit flips from one side to the other. These talents trigger around that individual unit's movement rather than your movement phase at large.

Before or After Moving

Text on some talents that tells you when the talent may be used. Talents with this text can only be used once per turn per unit, even if the unit flips from one side to the other. These talents trigger around that individual unit's movement rather than your movement phase at large.

Movement Stat

The maximum number of hexes this unit can move each turn. For minions, this is the number of hexes it must move if doing so is possible while making progress. Heroes can use all, some, or none of their movement.

See also: Hero – Hero Movement, Minion – Minion Movement

Non-Path Hex

Any unoccupied hex that is not path terrain, a Source well, or a fortress gate.

Occupied

A hex that contains any units, spires, landmarks, or other chips is considered occupied. Units cannot move onto occupied hexes unless a talent allows them to do so.

Once Per Wave

A key phrase found on some talents. This talent can be used a maximum of once per wave.

Opposing

Refers to a unit, spire, or fortress gate that belongs to an opponent. Landmark minions are considered opposing to all factions. Units, spires, and fortress gates that are not opposing are friendly.

See also: Friendly

Path

Terrain that can be moved onto and through by all units. Path must connect all possible marks.

See also: Terrain

Pillage

Occurs when you defeat a fortress gate in a 3-4 player game and more than one fortress gate remains undefeated. When you pillage, you gain all of the Source that the defeated faction has, and their Source is reduced to 0.

Once a fortress is defeated, it cannot be another faction's mark for the rest of the current wave. All players with this faction as their mark must declare a new mark immediately (in turn order).

See also: Mark, Repairing Your Gate

Play Area

All of the isles used during set-up, as well as any earthscapes added during play. Units in the fortress gate as well as spires on fortress Source wells are also within the play area. Units and spires in the play area are considered to be in play.

Progress

A minion makes progress if it ends its movement on a hex that is closer to its mark than the hex it started on. When moving, minions must make progress using as much of their movement stat as possible.

When determining if a hex is closer than your minion's starting hex, count the shortest distance in hexes between the starting hex and its mark, adhering to your minion's terrain allowance. Then, do the same for the hex(es) it may end its movement on. Progress is made if the destination hex is closer to the minion's mark than its starting hex. When counting shortest distance, you should count hexes occupied by faction units but not spires or landmarks.

Note that while the minion must make overall progress during its movement if it can, it does not have to make progress with every hex it moves onto, nor does it have to make the most efficient progress possible.

See also: Close, Movement

Promoted

When a hero is promoted, its chip is flipped over to its promoted side, removing all upgrade chips. If this occurs during the Onslaught Phase, it is granted the difference in health chips from its basic side's health stat to its promoted side's health stat, if any. Heroes can be promoted if they level up while at or above their upgrade capacity on their basic side.

Minions have unique ways in which they may be promoted depending on their faction. If a minion is promoted during the Onslaught Phase and it has upgrades, it keeps its upgrades when it promotes.

See also: Basic, Level Up

Promoted Side

The side of faction chips indicated by . Units and spires will generally not be deployed or constructed on this side unless a talent, fortress advancement, or other effect specifies for this to occur.

Range

The number of hexes away a spire can attack from. All spires have a default range of 1.

Units do not have innate range, and are limited to attacking and retaliating adjacently. Some units have the talent # Range, which gives them the ability to attack and retaliate from further away.

See also: Spire

Range Upgrade

Green chip with icon. For units with the # Range talent, this upgrade increases its # by 1. For spires, the number of hexes away that it can attack from is the # of range chips it has +1.

Recover

Gaining back health that has been removed. A unit can only recover health up to its health stat.

See also: Health

Relic

Relics are cards awarded to players for defeating landmarks with . Relic cards grant players one-time or ongoing abilities.

When a relic is acquired, the player must immediately choose whether to keep it or to sell it, gaining 4 Source.

If the card is kept and is labeled as "ongoing," it should be placed faceup in front of the player immediately, with the effect lasting for the rest of the game. All other kept relics should be kept secret from other players until played. Unless otherwise stated, relics can be played at any time during the Onslaught Phase for their effect. Once played, "single-use relics" are applied immediately and then discarded. "Entire wave" relics are effective immediately upon being played, and should be placed faceup in front of you until the end of the wave, when the card is discarded. There is no limit to the number of relic cards you may hold.

In the unlikely event that you need to draw a relic and the relic deck is empty, shuffle the discard pile into a new facedown relic deck.

Unless otherwise stated, relics must still adhere to normal game rules such as influence, upgrade capacities, spire limits, etc.

Relic Reward

The defeating faction draws a relic card.

Remove from the Game

Remove the component from the play area and place it back in the game box. It is no longer available for use in this game. Text that tells you to remove something from play has the same effect.

Repairing Your Gate

If your fortress gate has been defeated in a 3-4 player game, you must repair your gate after receiving your Source income in the next Income Phase.

In order to repair your gate, you must restore it to exactly 3 health by removing fortress advancements, gaining 1 gate health for each lost advancement. You must sacrifice the highest level advancements possible; for example, all Level 3 advancements must be sacrificed from all structures before you can sacrifice any Level 2 advancements, etc. If all remaining fortress advancements have been sacrificed and your fortress is still below 3 health, you must repair your gate using Source. At the cost of 2 Source for each health, spend Source until your fortress gate has reached 3 health. It may not be repaired higher than this.

Retaliation

When a unit is attacked by an opposing unit and is not defeated, it will retaliate if able. A unit is able to retaliate if it has not yet retaliated this turn and is adjacent to its attacker. A unit's retaliation deals damage equal to its attack stat to the unit that attacked it. Retaliation is considered part of the attack and happens before talents that trigger after attacking. Retaliation is not optional. Talents and advancements that apply to attacks do not apply to retaliation.

Fortress gates retaliate when attacked by units as well. A fortress gate can retaliate multiple times per turn, dealing 1 damage to each unit that attacks it, even if that unit is not adjacent to it.

Spires do not retaliate.

See also: Attack, Fortress Gate

Returning to the Fortress

A hero may return to your fortress by moving back onto your fortress gate hex. It may do so even if there is a deployment stack on the fortress gate hex. Place the unit beside your barracks and recover it to its full health. Any equipment and upgrades on the hero remain.

A hero that has returned to its fortress may not be deployed again in the same wave, but it may be deployed again in a future wave without paying its CP cost again.

See also: Hero

Revealed

A landmark chip that is faceup is revealed. Once revealed, a landmark is active and cannot be placed back facedown.

A grouped minion is revealed when the unit grouped on top of it is defeated. It immediately gains health equal to its health stat and becomes active.

See also: Exploration, Group, Landmark, Unrevealed

Reward

There are 3 types of rewards that can be earned by defeating units or spires, as indicated by the icon on the defeated chip: Source Reward, Spire Reward, Relic

See also: Relic, Source – Source Reward, Spire – Spire Reward

Round

During the Onslaught Phase, a round consists of each player taking a turn. A round begins with the first player and ends when the player to the right of the first player finishes their turn.

Select

Choosing heroes and minions from your barracks during the Prep Phase that you will deploy for the upcoming Onslaught Phase. You must pay the corresponding CP cost unless the unit is a merc or a hero that you have previously deployed and returned to your fortress. These units do not cost CP to select.

See also: Deployment, Command Points (CP)

Sky

The area around the play area, as well as any holes in the play area where there is no neoprene, are considered to be sky. Sky is not considered to be hexes, and therefore cannot be counted when determining closeness. You may also not count through sky for spire range or the # Range talent.

Source

The main resource of the game. Source is gained in the Income Phase and by defeating opposing units, spires, and fortress gates. Talents, advancements, events and relics can also provide players with ways to gain Source. Source can be spent on a number of things from constructing

and upgrading spires to advancing your fortress and making purchases in the market.

Each fortress has a Source tracker which shows how much Source is currently available to your faction. Each faction has a default maximum capacity of 20 Source. Any Source gained above a faction's maximum capacity is lost.

Source Cost

The amount of Source you must spend in order to construct or purchase a unit or spire.

Source Reward

The amount of Source an opposing faction gains by defeating a unit or spire.

Source Well

The glowing blue feature found on some hexes. This is where landmarks are placed during set-up, and also where players can construct spires, provided they have influence over the Source well.

Source well hexes also have their own terrain type (mountains, water, forest, etc.). Units can move through or end their movement on a Source well, provided it is on a valid terrain type for that unit. Source wells must be unoccupied; an occupied hex is not considered a Source well for game effects even if there is a Source well under the chip that occupies it.

Most fortresses have 2 Source wells. Only the faction that controls the fortress can construct a spire on these Source wells. Ignore any game effect that would put anything other than a spire controlled by the fortress's faction on a fortress Source well.

Any effect referring to a "non-path hex" cannot occur on a Source well.

See also: Fortress – Fortress Source Well, Influence

Spire

A stationary faction chip with a silver border. Spires are distinctly separate from units. A spire can fire at opposing faction units that end their movement within the spire's range.

Most factions have both basic and promoted spires. Promoted spires may not be constructed until a specific fortress advancement is purchased. More details can be found on your faction's reference sheet.

See also: Promoted

Spire Construction

Spires can be constructed during the Build Phase or during the Onslaught Phase at the start of your turn using one of your two limited build options. You may only construct spires on Source wells within your influence. When a spire is constructed, it will start with the number of upgrades shown on the left side of the chip. You may order these starting upgrades however you prefer under the spire chip when you construct the spire, but you may not rearrange them later.

See also: Influence

Spire Upgrades

The action of upgrading a spire can be done during the Build Phase, or during the Onslaught Phase at the start of your turn using one of your two limited build options. When upgrading, you can spend Source to add as many upgrades to a spire as you would like, not exceeding the spire's upgrade capacity.

Note that it is possible for a spire to go beyond its upgrade capacity through the use of certain talents, relics, and fortress advancements, but you may not choose to go beyond its capacity unless instructed. A spire may begin with more starting upgrades than its capacity. If it does, you may not upgrade this spire until it has lost enough upgrades to fall below its capacity.

Each range and attack upgrade costs Source equal to the number of upgrades on the spire, including the one being added. For example, adding a second upgrade to a spire costs 2 Source, while adding a third upgrade to a spire costs 3 Source. Each fortification upgrade costs 2 Source regardless of how many upgrades the spire has. New upgrades must be placed at the bottom of the spire. When an upgrade is removed, it is taken from the bottom.

Spires and units utilize the same upgrade chips, but they function in different ways. Upgrade chips represent a spire's attack and range, as well as how many times it can be damaged. When determining a spire's current attack and range, always refer to the upgrade chips underneath it. The starting upgrades shown on the chip should only be referenced when constructing the spire, as it may lose or gain upgrades through gameplay, altering its attack and range.

Spires can gain any of the 3 upgrade types, regardless of their starting upgrades.

See also: Upgrades – Upgrade Capacity

Attack Upgrades

Spires attack using spire attack dice. Spires have a default attack of 0. Each attack upgrade chip allows the spire to roll 1 attack die when attacking. Therefore, when spires fire, the amount of spire attack dice they roll is equal to the amount of attack upgrade chips currently beneath the spire chip. If a spire has no attack upgrade chips, it is unable to attack.

Fortification Upgrades

Fortification upgrades help to further protect the spire, as the spire must be dealt at least 2 damage (instead of 1) from a single attack or talent in order to remove the upgrade. Fortification upgrades not on the bottom of the spire do not protect it in this way.

Range Upgrades

Range determines the maximum number of hexes away that the spire may attack. Spires have a default range of 1. Therefore, the attack range of a spire is equal to the # of range chips currently beneath the spire chip +1. A spire with no range upgrade chips can still use its default range to attack an adjacent unit (assuming it has at least one attack upgrade).

Spires Fire

Your opponents' spires fire, or attack, as a specific stage of your turn during the Onslaught Phase. The player to your left checks if you, as the current player, have any units within range of any of their spires. If you do, their applicable spires must attack. For each attacking spire, they must choose a target if there are multiple possible units in range, roll spire attack dice equal to the number of attack chips on the spire, and deal the rolled result in damage to the targeted unit. Then, the next opposing player in turn order does the same until all opposing players have had a chance to fire their spires. Units do not retaliate against spires. Spires cannot attack landmarks, spires, fortress gates, or units belonging to players that are not currently taking their turn.

Damaging a Spire

Units can target adjacent opposing spires with their attacks. Dealing 1 or more damage to a spire removes 1 attack or range upgrade from the bottom of the spire. You may not remove more than 1 upgrade through a single attack, no matter how much damage you deal. If the spire has a fortification upgrade as its bottom chip, it must be dealt at least 2 damage from a single attack or talent in order to remove the fortification upgrade. Spires do not retaliate.

Spire Limit

In a 2-player game, each faction can have a maximum of 6 spires in play at a given time. In a 3-player game, the maximum number of spires per player is 5. In a 4-player game, the maximum is 4. You may not construct a spire for any reason if you are already at your spire limit.

Spire Reward

The defeating faction may immediately construct a spire at no cost on the defeated unit or spire's hex if that hex contains a Source well, ignoring influence restrictions.

Starting Hero

Your faction hero that requires 0 CP to deploy. This is the only hero you are allowed to select for deployment or have in play during Wave 1.

See also: Hero

Starting Upgrades

Upgrade chips that a spire starts with when constructed. These can be placed under the spire in any order. Once the spire is constructed, the icons denoting the spire's starting upgrades are ignored, and players should refer to the upgrades under the spire to determine its stats.

See also: Spire

Talent

Special abilities that a unit or spire has access to. Descriptions of talent abilities and when they trigger are listed on the corresponding reference sheets.

It is important to pay careful attention to the language used in talent abilities to ensure they are used properly. Many of the terms used in talent definitions are further explained in this rules reference.

Target

For a spire, a valid target is an opposing unit within its range. For a unit, a valid target is an adjacent opposing unit, opposing spire, or opposing fortress gate. Adjacent landmarks with health chips under them are also valid targets even if they are not landmark minions.

See also: Attack, Hero, Minion, Spire

Teleport

When a talent teleports a unit, that unit is transported from its current hex to a different hex in the play area without moving through the hexes in between. The unit

is considered to have moved onto its destination hex for the purpose of talents that trigger on movement. A unit cannot be teleported more than once per turn.

See also: Movement

Terrain

The types of hexes found on the hex groups. Different terrain types require different terrain allowances for units to move on or through them.

There are five different types of terrain in Cloudspire: Path, Plains, Forest, Mountains, and Water.

Heroes and some minions have a terrain allowance icon on their chip, indicating the types of terrain they are able to move on. The majority of minions do not have a terrain allowance icon, as they can only move on path terrain.

Terrain types are tiered in difficulty level, with water being the most difficult to traverse and plains being the easiest. The terrain allowance icon on units indicates the most difficult type of terrain they are able to traverse. Units may travel on any hexes of this terrain type, as well as any hexes with terrain types of lower difficulty. The chart on the back cover shows which terrain types may be moved on or through with each terrain allowance.

See also: Hero — Upgrades, Spire — Upgrades

Terrain Allowance

The icon that indicates the most difficult type of terrain a unit is able to traverse. If no icon is shown, the unit can only move on path terrain.

Turn

When a single player can act. During the Market Phase, each player takes 1 turn to make a purchase. During the Build Phase, each player takes as many turns as they would like, performing 1 build option with each turn.

During the Onslaught Phase, each player takes turns one at a time until no faction minions remain in play. A round during the Onslaught Phase consists of each player taking a turn. A player's turn in the Onslaught Phase consists of the following stages, performed in order: Start of Turn, Movement, Spires Fire, Exploration, Attack.

Ungrouped

Units that are not grouped with other units underneath them. Heroes must be deployed in this way.

See also: Group, Minion

Ungrouped Only

A key phrase found on some talents. This talent can only be used if the unit is not grouped with another unit underneath. If the unit is grouped, it is treated as if it does not have this talent.

Unit

All minions and heroes are considered units. Does not include spires or non-minion landmarks.

See also: Hero, Minion

Unrevealed

A landmark chip that is facedown. Can only be interacted with through exploration.

See also: Exploration, Landmark, Revealed

Upgrades

Upgrades come in 3 types: attack, range, and fortification. They may be added to units or spires to increase their stats or abilities. Upgrade chips of each type are limited by the amount provided in the game. If the upgrade supply runs out, you cannot gain upgrades of that type and will ignore any part of a game effect that requires gaining them. Upgrade chips are always returned to the supply when removed from a unit or spire in play.

While the same pool of upgrades is used for both units and spires, they function differently on each.

See also: Hero, Spire

Upgrade Capacity

The number of ● on a chip represents the number of upgrade chips that you may not exceed when upgrading a unit or spire. The unit or spire has an upgrade capacity of 0 if it does not have an icon.

Note that it is possible for a unit or spire to go beyond its upgrade capacity through the use of certain talents, relics, and fortress advancements, but you may not choose to go beyond its capacity unless instructed. A spire may begin with more starting upgrades than its capacity. If it does, you may not upgrade this spire until it has lost enough upgrades to fall below its capacity.

Wave

The major segments a game of Cloudspire is divided into. A typical game is played over 4 waves. Each wave consists of 6 phases: the Event Phase, the Income Phase, the Market Phase, the Build Phase, the Prep Phase, and the Onslaught Phase.

QUICK REFERENCE

WAVE 1	WAVE 2	WAVE 3	WAVE 4
5 Source	7 Source	9 Source	11 Source
5 CP	7 CP	9 CP	11 CP

WAVE SEQUENCE

1. Event Phase *(skipped in Wave 1)*
   a. Draw and read event card
2. Income Phase
   a. Gain Source
   b. Repair defeated fortress gates
3. Market Phase
   a. Refresh the market *(skipped in Wave 1)*
   b. Make a purchase from the market
4. Build Phase
   a. Perform build options
      - Construct a spire
      - Upgrade a spire
      - Earthscape
      - Advance your fortress
      - Other build options
5. Prep Phase
   a. Declare your mark
   b. Select units using CP
   c. Prepare units into a deployment stack
6. Onslaught Phase
   a. Start of turn
      - Check if campfire mode triggers
      - Use limited build options
   b. Movement
   c. Spires fire
   d. Exploration
   e. Attack
7. End of Wave
   a. First player designation passes to the left
   b. Discard resolved cards and remove limited build option pegs

	HEROES	MINIONS
Deployment	Ungrouped	Grouped or Ungrouped
Movement (#)	May move up to their full movement stat in any direction.	Must use their full movement stat and make progress towards their mark, if possible.
Attacking (#)	May attack 1 unit, spire, or fortress gate within range.	Must attack 1 unit, spire, or fortress gate within range, if possible.
Leveling Up	May level up after defeating a unit, spire, or fortress gate.	Do not level up.
Defeat	Removed from the game when defeated.	Returned to their barracks when defeated (unless a landmark or merc minion, which are discarded).

Terrain Hexes

Terrain Allowance Icon					
	✓	✓	✓	✓	✓
	✓	✓	✓	✓	✗
	✓	✓	✓	✗	✗
	✓	✓	✗	✗	✗
No Icon	✓	✗	✗	✗	✗

2P + SOLO	3P + CO-OP	4P
6 Spire Limit	5 Spire Limit	4 Spire Limit
3 Market Options	4 Market Options	5 Market Options

	COST – SPIRE	FUNCTION – SPIRE	FUNCTION – HERO
Range	Source equal to the # of upgrades on the spire (including this one).	Increases the # of hexes away the spire may attack by 1. Each spire has 1 range by default.	Increases the # of hexes away the hero may attack. May only be added to heroes with the talent # Range.
Attack	Source equal to the # of upgrades on the spire (including this one).	Increases the # of attack dice the spire will roll when firing by 1.	Increases the hero's attack stat by 1.
Fortification	2 Source	An attacking unit must deal at least 2 damage to the spire to remove this upgrade. Only effective if it is the bottom upgrade on the spire.	Removed in place of the next health chip that would be removed from it.